

THE LEGEND OF
ZELDA



PLAYER'S COMPANION 1.0



DUNGEONS & DRAGONS

Create heroic Hyrulean characters in this supplement
for the world's greatest roleplaying game

CREDITS

Designer: Pankratos

Editor: Pankratos

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Cover Illustrator: Takumi Wada

Interior Illustrators: David Ceballos, Emi Hartana, Jessica Smith, Johann Bodin, Luna Ridgeway, Yu Oboshi

THIS IS A BETA VERSION

The material in this supplement, currently in **Beta Version 1.0**, is presented for playtesting and to spark your imagination for creating characters from the Legend of Zelda: *Breath of the Wild*. The game mechanics are usable in your campaign but not refined by final game design and editing.

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PREFACE

Hyrule is a land that encourages marvelous exploration. This supplement provides new options for player characters in that immersive setting. If your Dungeon Master allows, these options can be used in other campaigns as well.



ON THE COVER



Knowing the hardships that lie ahead, Princess Zelda gathers her champions for one final moment of remembrance before facing the cataclysmic might of the Calamity Ganon, in this scene illustrated by Takumi Wada.

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HYRULEAN RACES

A diverse assortment of peoples dwell in Hyrule and beyond. The races in the *Player's Handbook* are unknown in Hyrule, unless they're visiting from other worlds. This player's companion provides information about the following common playable races in Hyrule, as well as racial traits for all of them:

Hylians are said to be divinely chosen to lead the other races into a prosperous and unified civilization.

Gerudos are female nomads eking out an existence in the canyons and deserts bordering Hyrule.

Gorons are sturdy rock-creatures with close ties to the elements of earth and fire.

Ritos are an avian people that thrive in the open air, soaring majestically through the skies.

Sheikahs are a secretive race with knowledge of ancient technology.

Zoras are amphibious humanoids with a strong affinity toward water.

HYLIAN

It is said that hylians were the first race to establish a developed civilization in the world. Descendants of the people who lived with the goddess Hylia during to the formation of Hyrule, hylians continue to play a central role in governing the kingdom. Perhaps it is because of this divine providence that they strive to achieve as much as they can, feeling as if they have something to prove. Whatever drives them, hylians are the innovators, achievers, and pioneers of the world.

A BROAD SPECTRUM

With their penchant for migration and annexation, hylians are more physically diverse than other common races. An individual can stand from less than 5 feet to a little over 6 feet tall and weigh from 90 to 250 pounds. Hylian skin shades range from nearly black to very pale, and hair colors from black to blond (curly, kinky, or straight); males might sport facial hair that is sparse or thick. Their ears are pointed, thought to be so they may hear the whispers of the gods.

VARIETY IN ALL THINGS

Hylians are the most adaptable and ambitious people among the Hyrulean races, having widely varying tastes, morals, and customs in the different regions where they settled. When they settle, though, they stay: they build towns to last for the ages, and great kingdoms that can persist for long centuries. An individual hylian might have a relatively short life span, but a hylian nation or culture preserves traditions with origins far beyond the reach of any single hylian's memory. They live fully in the present—making them well suited to the adventuring life—but also plan for the future, striving to leave a lasting legacy.

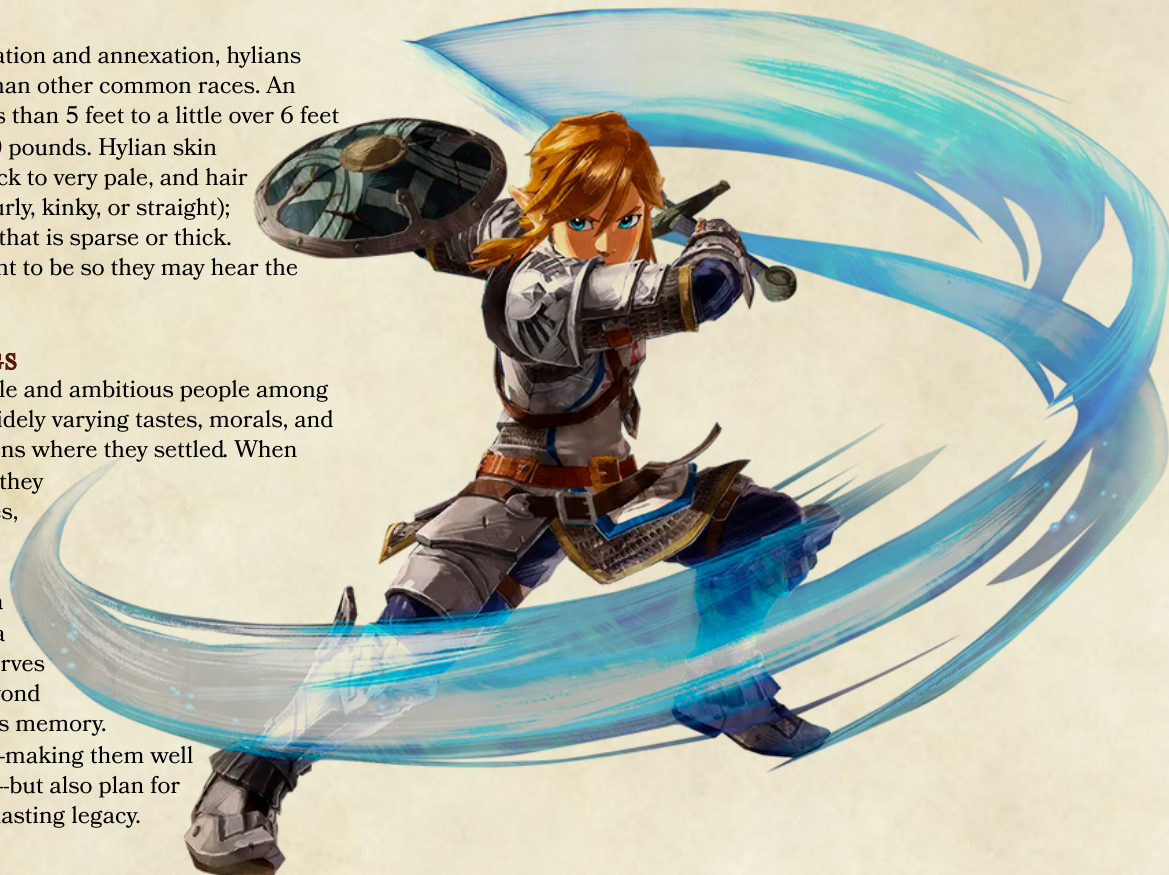
HYRULE CASTLE

The crown jewel of its kingdom, Hyrule Castle was once the seat of Hyrule's monarchical government and the home of its royal family. It now serves as the prison for Calamity Ganon, a malicious entity responsible for the destruction of Hyrule.

LASTING INSTITUTIONS

Where a single goron or zora might take on the responsibility of guarding a special location or a powerful secret, hylians found sacred orders and institutions for such purposes. While goron clans and sheikah elders pass on the ancient traditions to each new generation, hylian temples, governments, libraries, and codes of law fix their traditions in the bedrock of history. Hylians dream of immortality, but (except for those few who seek undeath or divine ascension to escape death's clutches) they achieve it by ensuring that they will be remembered when they are gone. Individually and as a group, hylians are adaptable opportunists, and they stay alert to changing political and social dynamics.

Although some hylians can be xenophobic, in general their societies are inclusive. Hylian lands welcome large numbers of nonhylians compared to the proportion of hylians who live in nonhylian lands.



EXEMPLARS OF AMBITION

Hylians who seek adventure are the most daring and ambitious members of a daring and ambitious race. They seek to earn glory in the eyes of their fellows by amassing power, wealth, and fame. More than other people, hylions champion causes rather than territories or groups.

HYLIAN NAMES

Many hylion names can be applied to both men and women, though a general distinction can be made. Surnames are usually patronymic or based on vocation. For example: "Baddek, son of Baumar," or "Aliza the Weaponsmith".

Male Names: Baddek, Baumar, Bolson, Botrick, Branli, Brigo, Cambo, Chork, Chumin, Dai, Dmitri, Endai, Gotter, Hoz, Hudson, Karson, Kenyo, Khini, Konba, Mils, Moggs, Nazbi, Nell, Pitar, Regan, Rex, Rik, Ronn, Rudi, Savelle, Sho, Spooner, Stamm, Toffa, Toren, Trott, Tye, Zyle

Female Names: Aliza, Aya, Banji, Benny, Bozai, Canni, Canolo, Chabi, Ena, Flaxel, Gleema, Hunnie, Jana, Jerrin, Jules, Kaifa, Kanny, Leekah, Lonni, Loone, Meeshy, Meghyn, Mina, Monari, Nat, Nobo, Parcy, Perosa, Phanna, Ruli, Sorelia, Suzuna, Tauma, Tenne, Totsuna, Yammo

HYLIAN TRAITS

It's hard to make generalizations about hylions, but your hylion character has these traits.

Ability Score Increase. Your Charisma score increases by 2, and two other ability scores of your choice increase by 1.

Age. Hylions become adults at 17 and live less than a century.

Alignment. Though generally of good alignment, neutral and even some evil hylions exist.

Size. Hylions range from under 5 to just over 6 feet tall. Your size is Medium.

Here's how to determine your height and weight randomly, starting with rolling a size modifier:

Size modifier = 2d10

Height = 4 feet + 6 inches + your size modifier in inches

Weight in pounds = 90 + (2d4 x your size modifier)

Speed. Your base walking speed is 30 feet.

Brave. You have advantage on saving throws against being frightened.

Divine Grace. Divine power guards your destiny. When you finish a long rest and have no inspiration, you gain inspiration.

Skill Versatility. You gain proficiency in two skills of your choice.

Languages. You can speak, read, and write Common and one extra language of your choice. Hylions are fond of sprinkling their speech with words borrowed from other tongues: Gerudo curses, Zora poetic expressions, Goron industrial phrases, and so on.

VARIANT HYLIAN TRAITS

If your campaign uses the optional feat rules from chapter 6 of the *Player's Handbook*, your Dungeon Master might allow these variant traits, all of which replace the hylion's Ability Score Increase, Brave, Divine Grace, and Skill Versatility traits.

Ability Score Increase. Your Charisma score increases by 1, and one other ability score of your choice increases by 1.

Feat. You gain one feat of your choice.



GERUDO

In blasted lands skirting the borders of civilization, beyond canyons and dry hills, dwell the deadly gerudos. Many folk fear these bands of female warriors, and few may claim their friendship. Gerudos endure an arid world of rock, sand, and heat. Their bodies are tall and tough, giving them the endurance needed to survive. Their spirits take after the wandering wind, making them nomads who venture from one water hole to the next. Their hearts are as fierce as the blazing sun, empowering each gerudo with the determination to earn their place within the tribe.

FEMININE POWER

Standing much taller than the average hylia and with a powerful build, gerudos are an intimidating sight. Large green or amber eyes, hard bronze skin, fiery red hair, and a sharp beak-like nose sets them apart.

Gerudos place a premium on self-sufficiency and individual skill. They have a compulsion to keep score, counting their deeds and tallying their accomplishments to compare to others. Gerudos love to excel, taking on defeat with grudges and self-loathing. Those who subdue their opponents in combat rise as champions and chieftains, while those with a knack for magic become a tribe's spiritual leaders.

Many older gerudos disdain males of any race, seeking hylia mates only to procreate. The younger generation, however, has developed a sense of romance, seeking boyfriends to share their passions with. The offspring of a gerudo with a male hylia is always a female gerudo.

ASTOUNDING ADAPTABILITY

Every day brings new challenges to a gerudo. Food, water, and shelter are rare in the innermost reaches of the wastelands they call home. A single mistake can bring doom to an entire tribe, while an individual's heroic effort can ensure the whole group's survival. With so few resources at their hands, some gerudos maintain professions as bandits and raiders, though most have leaned into a mercantile lifestyle, using the oases and canyons on their borders to set up trading hubs with Hyrule. Other gerudos venture into Hyrule with their wares, peddling their goods in the summer and returning home for the winter. They sell high-quality cloth, steel, and precious stones in exchange for any materials they cannot obtain within their own lands. Horses and other trained mounts, such as donkeys and camels, are bred by gerudos as well. All gerudos have a natural affinity with such beasts, taking great care in their well-being, as the gerudos' own survival depends on it. It is said gerudo horses are the finest breeds in all the lands.

THERE'S NO PLACE LIKE HOME

Gerudo homes are large encampments, desert fortresses, or temples carved into the mountainside. With droughts often plaguing their lands, permanent settlements remain rare. It isn't unusual to find ancient gerudo temples and other structures half-buried and forgotten among the canyons and desert sands. Despite the inhospitable climate, the desert is a gerudo's birthplace, and after long journeys into other lands many gerudos relish the opportunity to return home.

GERUDO TOWN

Surrounded by a sea of sand and seated upon a deep reservoir of fresh water, Gerudo Town is an ancient and vibrant fortress to whom all gerudo tribes swear their allegiance. Men are forbidden within its walls, making it a unique abode for women of all races to congregate.

LIFE AND DEATH

Despite their shift from banditry to trade, gerudos continue to practice martial skills relentlessly. Every gerudo knows how to wield a bow, and many practice daily with glaive and scimitar. Part of this stems from their militaristic ancestry, yet the gerudos also firmly believe that comfort and luxury breeds weakness if allowed. By keeping their bodies tough and their minds sharp, a gerudo will be ready for any challenge or hardship thrown her way. As an old gerudo adage goes: "A lazy gerudo is a dead gerudo".

Gerudos no longer worship the goddess Hylia, yet do believe in some sort of afterlife, from where their ancestors watch over them. They worship the Seven Heroines, seen as their divine protectors. The heroines embody the virtues of skill, spirit, endurance, knowledge, flight, motion, and gentleness.





GERUDO NAMES

Every gerudo has a birth name, a tribe name, and a matronymic. For example: "Anche Korsh-Agaat, daughter of Ardin". Each of their seven tribes is named after an ancient gerudo heroine, whose meaning in Common is added in parenthesis.

Female Names: Anche, Ardin, Ashai, Babi, Barta, Betri, Buliara, Calisa, Calyban, Cara, Dalia, Danda, Deltan, Dorrah, Dina, Emri, Estan, Essa, Fegran, Frelly, Furosa, Greta, Isha, Kachoo, Kalani, Katta, Kohm, Konora, Kotta, Kyra, Laine, Lashley, Leena, Liana, Lorn, Lukan, Maike, Makure, Malena, Marta, Merina, Muava, Nellie, Nali, Olu, Padda, Pasha, Pearle, Ploka, Pokki, Pritana, Pyra, Reeza, Rima, Ripp, Romah, Rotana, Saula, Shailu, Shabonne, Smaude, Spera, Sudrey, Sumati, Tali, Teake, Yaido

Tribe Names: Korsh-Agaat (Knowledgeable Warrior), Korsh-Birida (Flying Warrior), Korsh-Granajh (Gentle Warrior), Korsh-Karusa (Skilled Warrior), Korsh-Palu (Spirit Warrior), Korsh-Toruma (Swift Warrior), Korsh-Vatorsa (Enduring Warrior)

GERUDO TRAITS

Your gerudo character has certain traits deriving from your gerudo ancestry.

Ability Score Increase. Your Constitution score increases by 2, and your Charisma score increases by 1.

Age. Gerudos mature a little faster than most races, reaching adulthood at 15. They live less than a century.

Alignment. Most gerudos are neutral. They see the world as a place of predators and prey, kill or be killed, in which only the strong survive.

Size. Gerudos range from 6 to more than 7 feet in height, retaining a lean yet muscular build. Your size is Medium.

Here's how to determine your height and weight randomly, starting with rolling a size modifier:

Size modifier = 2d8

Height = 6 feet + your size modifier in inches

Weight in pounds = 160 + (2d4 x your size modifier)

Speed. Your base walking speed is 30 feet.

Gerudo Fortitude. You have advantage on all Constitution saving throws.

Desert Dweller. You are accustomed to the desert heat. When not wearing heavy armor, you do not require additional drinking water during hot weather and you have advantage on saving throws against exhaustion when exposed to extreme heat.

Expert Explorer. You gain proficiency in the Survival skill, and moving across sand does not count as difficult terrain for you. Additionally, whenever you make a Wisdom (Animal Handling) check related to mounts and beasts of burden, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

Saving Face. Gerudos are careful not to show weakness in front of their allies, for fear of losing status. If you miss with an attack roll or fail an ability check or a saving throw, you can gain a bonus to the roll equal to the number of allies you can see within 30 feet of you (maximum bonus of +5).

Once you use this trait, you can't use it again until you finish a short or long rest.

Gerudo Weapon Training. You have proficiency with the glaive, scimitar, shortbow, and longbow.

Languages. You can speak, read, and write Common and Gerudo. Gerudo is flowing and sibilant, with rolling r's and hissing s's.

GORON

Known as "rock people", gorons are strong boulder-like creatures with stumpy legs, powerful arms, and massive hands. They become spherical when curled up, and use rolling as a means for both transport and combat. Gorons are known as zealous warriors, miners, and workers of stone and metal. Their height varies from 5 to almost 8 feet tall, with hides hard and dense like rock, and their weight can be up to seven times that of the average hylia.

Goron hides range from deep brown to a paler hue tinged with red, but the most common shades are light brown or deep tan, like certain tones of earth. Most have a row of stony outgrowths on their backsides, and older gorons sport white ridges on their bodies resembling hair. They have small eyes and wide mouths, concealing unaligned, square teeth.

SONS OF STONE

Solid and enduring, gorons have the capability to thrive in any environment, especially volcanoes and other areas of extreme heat. They can trace their ancestry back to the founding of ancient strongholds in the youth of the world. Part of that ancestry is to uphold the goron ideals of industrious labor, strength in battle, and devotion to the forge.

Being exclusively male, it is said when a goron desires parenthood, he ventures deep within the bosom of the earth in search of a birthstone. These mysterious rocks are smooth and perfectly spherical, with a slight red tinge. Once found, the would-be father enters a period of fasting and contemplation, holding the stone close and imbuing it with a part of his spirit. This ritual can last days, until a loud crack and breaking of the stone reveals a perfectly healthy baby goron inside.



DEATH MOUNTAIN

The goron clans of Death Mountain have long held close ties with the Royal Family of Hyrule. They are led by the Eldin Clan, founders of Goron City, near the heart of the fiery mountain. Visitors brave enough to climb this active volcano must ascend a steep pass fraught with monsters and other perils.

GORON SOCIETY

The chief unit of goron society is the clan, often led by an elder. Those who become chiefs are powerful and wise, uniting their people through respect and trust, rather than by force. Gorons tend to live in relative isolation but will regularly trade with hylia and other friendly races. They are close and respectful to others of their own kind, and often refer to each other as "brothers". Though they are a friendly race, gorons can also be slow to trust outsiders, and may come off as cautious or even aggressive depending on the situation. However, if an outsider is able to prove their worth, usually in a test of strength or skill, the gorons will accept them and come to call them one of their brothers (or sisters).

Though their passion for masonry and metallurgy is strong, their large hands and somewhat clumsy approach to their work results in crude, though effective, craftsmanship. To gorons, durability matters more than esthetics. The diet of gorons consists almost strictly of specific kinds of rock mined from nearby quarries, extracted with an equal amount of downtime as other races hunt and forage for food in the wild.

Gorons take pride in their immense strength, and clans like to hold competitions that test each other's physical might and rolling ability, such as wrestling matches, rock breaking, or a downhill race. After a hard day's work in the mines, they also love entertainment through singing, drums, and dancing, capitalizing on their size and booming voices while disregarding any grace or finesse.

Gorons in other lands are typically artisans—especially weaponsmiths, engineers, stonemasons, and jewelers. Some become mercenaries or bodyguards, highly sought after for their strength and loyalty.

ADVENTURING GORONS

Gorons who take up the adventuring life might be motivated by a desire for treasure—for its own sake, for a specific purpose, or even out of an altruistic desire to help others. Other gorons are driven by a higher calling or simply a desire to bring glory to their clan. Ancestry is also an important motivator. A goron might seek to restore a clan's lost honor, avenge an ancient wrong the clan suffered, or earn a new place within the clan after having been exiled. Or a goron might search for the hammer wielded by a mighty ancestor, lost in the fight against a terrible dragon centuries ago.



EXPLOSIVES

Gorons have recently begun producing explosives, having invented bombs and gunpowder (but not dynamite). With your DM's permission, such items may be purchased from goron merchants. Your DM has further information on explosives, as found in chapter 9 of the *Dungeon Master's Guide*.

GORON NAMES

Every goron has a birth name, a patronymic, and a clan name. For example: "Aji, son of Axyl, of the Broca clan".

Male Names: Aji, Axyl, Bargoh, Bayge, Bladon, Bludo, Bohrin, Boldon, Dorill, Drak, Dugby, Fugo, Gonguron, Gorko, Gortram, Grapp, Greyson, Heehl, Jengo, Kabetta, Kairo, Krane, Lyndae, Naddon, Offrak, Pelison, Pyle, Rogaro, Rohan, Slergo, Strade, Tanko, Tray, Volcon

Clan Names: Broca, Darb, Eldin, Gero, Golow, Goronbi, Medingo, Ordorac, Rabac, Ternio, Trilbi, Ulri

GORON TRAITS

Your goron character has an assortment of inborn abilities.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Age. Gorons reach adulthood at the age of 16. Maintaining vigor throughout their lifespan, they live about a century.

Alignment. Gorons inherit a rambunctious nature leaning strongly toward chaos. They are almost exclusively good as well, as they are good-hearted and kind, hate to see others in pain, and have no tolerance for oppression.

Size. Gorons vary widely in height, from 5 to almost 8 feet tall, and are nearly as wide. Regardless of your position in that range, your size is Medium.

Here's how to determine your height and weight randomly, starting with rolling a size modifier:

Size modifier = 3d12

Height = 4 feet + 10 inches + your size modifier in inches

Weight in pounds = 200 + (4d6 x your size modifier)

Speed. Your base walking speed is 30 feet.

Unarmored Defense. While you are not wearing any armor, your Armor Class equals 12 + your Constitution modifier. You can use a shield and still gain this benefit.

Curl. When you are wearing no armor and have both hands free, you can spend 5 feet of movement to curl into a ball, or back into your normal stance. While curled up you can use your movement speed to roll. This speed is halved when rolling uphill or doubled when rolling downhill. Any sudden elevation of 3 feet or more, such as a low wall, prevents you from rolling over it, as you cannot jump while curled.

While curled, you gain a +2 bonus to AC, you have disadvantage on Wisdom (Perception) checks that rely on sight, you can't take reactions, and the only actions you can take are the Attack, Dash, and Hide actions. If you hit a target with an unarmed strike while curled, you deal bludgeoning damage equal to 1d6 + your Strength modifier, instead of the damage normal for an unarmed strike.

Rolling Charge. If you move at least 20 feet straight toward a target while curled and immediately hit it with an unarmed strike, you can use a bonus action to attempt to shove that target. The target must be no more than one size larger than you. Unless it succeeds on a Strength saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier, you either knock the target prone or push it 5 feet away from you.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

False Appearance. Unless any equipment betrays you, you appear indistinguishable from a normal boulder while you are curled into a ball, remain silent, and remain motionless.

Heart of the Volcano. You have resistance to fire damage.

Sink Before Swim. You can't swim, as your body is denser than water. When you enter a body of liquid you immediately sink to the bottom at a rate of 60 feet per round and must hold your breath.

Languages. You can speak, read, and write Common and Goron. Goron is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a goron might speak.

RITO

Sequestered in high mountains atop tall trees, ritos, sometimes called birdfolk, evoke fear and wonder. Many ritos aren't even native to Hyrule. They hail from a world beyond—from the boundless vistas west of Hyrule. They are immigrants, refugees, scouts, and explorers, their outposts functioning as footholds in a world both strange and alien.

BEAK AND FEATHER

From below, ritos look much like large birds. Once when they descend to roost on a branch or walk across the ground does their humanoid appearance reveal itself. Standing upright, ritos might reach 6 feet tall, and they have long, narrow legs that taper to sharp talons.

Feathers cover their bodies. Their plumage typically denotes membership in a tribe. Females are often brightly colored, with feathers of blue, green, or pink. Males have more subdued colors, usually black, brown, or white. Their wings end in feathered digits, which can be used in the same way as other humanoids use their hands. A rito's head completes the avian appearance, being something like a parrot or eagle with distinct tribal variations.

SKY WARDENS

Nowhere are ritos more comfortable than in the sky. They can spend hours in the air, and some go as long as days, locking their wings in place and letting the thermals hold them aloft. In battle, they prove dynamic and acrobatic fliers, moving with remarkable speed and grace, diving to lash opponents with weapons or talons before turning and flying away.

Once airborne, a rito leaves the sky with reluctance. Those that made it to Hyrule find it a strange place. They sometimes forget or ignore vertical distances, and they have nothing but pity for those earthbound people forced to live and toil on the ground.

RITO VILLAGE

The small colonies of ritos are insular and remote, and few ritos live away from their roosts. One of the more well-known roosts in Hyrule is Rito Village, where no more than a few dozen ritos live away from the nests of their families. These ritos maintain neutral relations to neighbouring hylians, perceiving them as neither allies nor enemies.

AVIAN MANNERISMS

The resemblance of ritos to birds isn't limited to physical features. Ritos display many of the same mannerisms as ordinary birds. They are fastidious about their plumage, frequently tending their feathers, cleaning and scratching away any tiny passengers they might have picked up. When they deign to descend from the sky, they often do so near pools where they can catch fish and bathe themselves.

Many ritos punctuate their speech with chirps, sounds they use to convey emphasis and to shade meaning, much as a human might through facial expressions and gestures. A rito might become frustrated with people who fail to pick up on the nuances; a rito's threat might be taken as a jest and vice versa.

The idea of ownership baffles most ritos. After all, who owns the sky? Even when explained to them, they initially find the notion of ownership mystifying. As a result, ritos who have little interaction with other people might be a nuisance as they drop from the sky to snatch livestock or plunder harvests for fruits and grains. Shiny, glittering objects catch their eyes. They find it hard not to pluck the treasure and bring it back to their settlement to beautify it. A rito who spends years among other races can learn to inhibit these impulses.

Confinement terrifies ritos. To be grounded, trapped underground, or imprisoned by the cold, unyielding earth is a torment few ritos can withstand. Even when perched on a high branch or at rest in their mountaintop homes, they appear alert, with eyes moving and bodies ready to take flight.

HOMELANDS

Most ritos live west of Hyrule. Ritos can be drawn to Hyrule, sometimes to pursue enemies or thwart their foes' designs there. Threats from within their homelands might also cause a nest of ritos to flee to safer abodes within Hyrule. Most that settle in Hyrule establish nests in high mountains or in the canopies of old forests.

Once tribes of ritos settle in an area, they share a hunting territory that extends across an area up to 100 miles on a side, with each tribe hunting in the lands nearest to their colony, ranging farther should game become scarce.

A typical colony consists of one large, open-roofed nest made of woven vines. The eldest acts as leader with the support of a shaman.





RITO NAMES

Ritos have personal names given at birth, but they put their tribe names first as a mark of honor. A childhood name or nickname is often used among clutchmates as a descriptive term or a term of endearment. The name might recall an event or center on a habit.

Male Names: Cree, Fyson, Genli, Gesane, Guy, Harth, Huck, Mazli, Mimo, Nekk, Tulin, Verla

Female Names: Amali, Bedoli, Cecili, Frita, Kheel, Kotts, Laissa, Misa, Molli, Notts, Saki

Childhood Names: Brazen, Flutter, Pecker, Pious, Scratcher, Seeker, Squawker, Whistler

Tribe Names: Biron, Corvash, Cuho, Dronoc, Rospro, Strock, Sturnida, Talonto, Tama, Tanagar, Warbler

RITO TRAITS

As a rito, you have certain traits in common with your people.

Ability Score Increase. Your Dexterity score increases by 2, and your Wisdom score increases by 1.

Age. Ritos reach maturity by age 12. Compared to hylians, ritos don't usually live longer than 60 years.

Alignment. Most ritos are good and rarely choose sides when it comes to law and chaos. Tribal leaders and warriors might be lawful, while explorers and adventurers might tend toward chaotic.

Size. Ritos average at about 6 feet tall. They have thin, lightweight bodies that weigh between 100 and 120 pounds.

Here's how to determine your height and weight randomly, starting with rolling a size modifier:

Size modifier = 2d10

Height = 4 feet + 10 inches + your size modifier in inches

Weight in pounds = 100 + your size modifier

Speed. Your base walking speed is 25 feet.

Fledgling Flight. You have a flying speed of 50 feet. To use this speed, you can't be holding or carrying anything in either wing and you can't be wearing medium or heavy armor.

At 1st level, you can use this speed only to glide. While gliding, you can move horizontally in the air, descending 5 feet for every 25 feet of movement. You stop gliding when you land or when an effect causes you to fall. Once you reach 3rd level, you can use this movement to fly instead of glide.

Quick Draw. When interacting with an object while using your flying speed, you can draw and stow the object once in the same turn without falling. When doing so, you descend 10 feet. You fall if you end your turn in the air while holding or carrying anything in either wing and nothing else is holding you aloft.

Talons. You are proficient with your unarmed strikes, which deal 1d4 slashing damage on a hit.

Languages. You can speak, read, and write Common and Rito.

SHEIKAH

Known as the "shadow folk", sheikahs are a mysterious and secretive race. They are known to excel in mobility and espionage, enhancing their technical capabilities with a variety of research and unique tools.

From a distance, sheikahs appear physically similar to hylians, though they are slightly taller on average and usually quite slim. Most sheikahs have pale skin and iconic white hair. Only the few families that retain pure strains of sheikah blood have distinctive red eyes, though due to dwindling numbers many sheikahs have interbred with hylians, resulting in offspring with grey, brown, or blue eyes.

ANCIENT TECHNOCRATS

Sheikahs are said to have been chosen by the goddess Hylia to be the protectors and guides of the Royal Family of Hyrule, to whom they were once staunchly loyal—fulfilling any task without question or concern. They were an advanced technological civilization whose power and foresight had saved the land of Hyrule multiple times. After the first Great Calamity though, thousands of years ago, their power came to be viewed as a threat to the kingdom and thus put them at odds with the Royal Family and the people. The sheikahs were exiled and scattered across the land. Some decided to cast off their technological advances to live simple, pastoral lives. Other clans, spearheaded by the clandestine Yiga Clan, swore allegiance to Calamity Ganon and sought to destroy all those who stand against him. This schism has only brought further mistrust to an already misunderstood race.

The civilization of the sheikahs is said to have disappeared long ago. However, remnants of their advanced technology can still be found by brave explorers and archaeologists, buried beneath ancient ruins.

LASTING LOYALTIES

To any sheikah, the clan is more important than life itself. Each sheikah knows his or her station and duties within the clan, and honor demands maintaining the bounds of that position. Clan leaders are usually the elders, honored for their experience and wisdom. Some sheikahs are clanless, perhaps exiled for disobedience or lone survivors of a clan feud. Such individuals are often driven by a purpose, such as avenging the death of their mentor or exposing the crimes of their rivals. A sheikah with no purpose will find one, for to roam aimlessly is to become lost in shadows.

Sheikahs maintain and pass down oral history, legends, and heirlooms to their descendants. Knowledgeable on obscure lore and prophecies forgotten by other races, they subtly manipulate events from the shadows, careful not to draw attention to themselves. A sheikah who dies before completing an important task is succeeded by another sheikah to see the task fulfilled.

Lacking a true homeland, sheikahs know that they have to be smart to survive. They are not quick to trust anyone who claims to be a friend, but when a sheikah's companions demonstrate that they trust him or her, the sheikah learns to extend the same trust to them. And once a sheikah gives someone their trust, the sheikah is a firm ally for life.

KAKARIKO VILLAGE

For thousands of years, sheikahs have roamed Hyrule as solitary guardians, watching over their hylian charges from the shadows. That is until Kakariko Village was founded, which finally gave sheikahs a place to call home. Here, they maintain joyous lives of pastoral simplicity, far away from all the destruction wrought by Calamity Ganon.

SUPERSTICIOUS MISTRUST

People tend to be suspicious of sheikahs, assuming that their shadow heritage has left its mark on their morality, not just their appearance. Shopkeepers keep a close eye on their goods when a sheikah enters their stores, gangs of thieves might follow a sheikah around for a while, and demagogues blame sheikahs for strange happenings. Years of dealing with mistrust has left its mark on them. Some choose to live up to the dreadful stereotype, but many are virtuous. Most are simply very aware of how people respond to them. Some sheikahs choose to masquerade as hylians when in public, wearing cowl or hoods in an attempt to avoid scrutiny.



SHEIKAH ADVENTURERS

Sheikah adventurers are usually sent by their clan elders to complete an important mission—such as retrieving an ancient heirloom, preventing or conducting an assassination, infiltrate and sabotage an enemy stronghold, or obtain secret information. Clanless sheikahs roam freely, pursuing whatever goals they set their mind to.

SHEIKAH NAMES

Sheikah names fall into two broad categories. Their real names are passed down through generations, believed to herald future accomplishments similar to those achieved by their ancestors. Sheikahs that roam clanless often adopt a name that signifies a virtue or other concept and then try to embody that concept. For some, the chosen name is a noble quest. For others, it's a grim destiny.

Male Sheikah Names: Cado, Darton, Dominak, Dorian, Giro, Hino, Kampo, Olkin, Ollie, Prissen, Rensa, Shay, Shibo, Steen, Tasseran

Female Sheikah Names: Brokka, Claree, Cima, Cottla, Koko, Lasli, Magda, Mellie, Nanna, Paya, Rola, Sagessa, Tamana, Trissa, Uma

"Virtue" Names: Chant, Creed, Danger, Despair, Empty, Forlorn, Hope, Magic, Nowhere, Protagonist, Quest, Reverence, Solace, Sorrow, Temerity, Torment, Weary

Clan Names: Bubinga, Goponga, Hanu, Nabi, Jia, Quatta, Rabia, Rozudo, Rikoka, Sahasra, Taran, Yiga

SHEIKAH TRAITS

Sheikahs share certain racial traits.

Ability Score Increase. Your Dexterity score increases by 1, and your Intelligence score increases by 2.

Age. Sheikahs mature at the same rate as hyliaans and reach adulthood at the age of 17. They live a few decades longer however, sometimes exceeding 120 years.

Alignment. Most sheikahs pledge oaths of servitude, making them lawful. Zealous obedience pushes them toward neutrality, though renegade sheikahs can be of any alignment.

Size. Sheikahs range from 5 to well over 6 feet in height, with a slender build. Your size is Medium.

Here's how to determine your height and weight randomly, starting with rolling a size modifier:

Size modifier = 2d10

Height = 4 feet + 10 inches + your size modifier in inches

Weight in pounds = 90 + (1d6 x your size modifier)

Speed. Your base walking speed is 30 feet, and you have a climbing speed of 20 feet.

Artificer's Lore. Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

Expert Espionage. Choose one of the following skills: Acrobatics, Sleight of Hand, or Stealth. You are proficient in the chosen skill and can add twice your proficiency bonus, instead of once.

Sheikah Agility. Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

Sheikah Technology. You are proficient in the use of explosives and firearms. Your sheikah heritage allows you to intuitively understand how to operate such ancient devices, even if you've never handled them before.

Languages. You can speak, read, and write Common, Sheikah, and one extra language of your choice. Sheikah has hard consonants and complex symbolic writing.





ZORA

Zoras are a mysterious people of otherworldly grace, living in the world but not entirely part of it. They live in places of ethereal beauty—along promenades skirting ancient lakes or in magnificent grottos glittering with faerie light, where soft music echoes gently above the waters and sweet fragrances waft on the breeze. Zoras love nature and magic, art and artistry, music and poetry, and the good things of the world.

WITHIN WATER'S REACH

Zoras are an amphibious people. Though mobile on dry land, they rarely stray far away from the riverbanks. Their bodies are covered in fine scales that range from a greyish green through shades of blue to deep red. Their heads have caudal extensions shaped like the tails of dolphins or other marine beasts, and fins sprout from their forearms, hips, and calves. Their digits are webbed, allowing them to swim as fast as they can run.

Zoras build their settlements in vast caverns beneath lakes, grottos hidden behind waterfalls, the ruins of half-submerged cities, or structures they carve from ocean cliffs. Rivers are their highways, and they are not known to use land vehicles of any sort. A zora's diet consists primarily of fish and other marine life, which is why many zoras are skilled fishers.

Suited to a semi-aquatic life, zoras wear little clothing unless armored for battle. They fashion most of their clothes and other items from materials found along the water's edge: coral, seaweed, shells, bone, driftwood, the shells of monstrous crustaceans, and so on. Having an old, well-developed civilization, zoras know much of how to craft these materials into garb as rich and weapons as sturdy as any found on dry land. Much of their metal equipment is gained through trade, though the ore they are able to extract themselves is refined through lengthy cold-forging processes.

ZORA'S DOMAIN

Zora's Domain is a magnificent ice palace whose numerous fountains feed most of Hyrule's rivers. It is the seat of the zora monarchs, who have maintained positive relations with hylians since ancient times. In the aftermath of the Age of Calamity, however, that bond has gradually faded.

PATIENT PERSPECTIVES

Zoras can live over 400 years, giving them a broad perspective on events that might trouble the shorter-lived races more deeply. They are more often amused than excited, and more likely to be curious than greedy. They tend to remain aloof and unfazed by petty happenstance.

When pursuing a goal however, whether adventuring on a mission or learning a new skill or art, zoras can be focussed and relentless. They are slow to make friends and enemies, and even slower to forget them. They reply to petty insults with disdain and to serious insults with vengeance.

Like the waves lapping on the shore, zoras are fluid in the face of danger. They trust in diplomacy and compromise to resolve differences before they can escalate to violence. They have been known to retreat from intrusion into their hidden realms, confident that they can simply wait the invader out. But when the need arises, especially when their rivers and lakes are being threatened, zoras reveal a stern martial side, demonstrating skill with nets, tridents, and strategy.

HAUGHTY BUT GRACIOUS

As zoras age, they hold themselves to ever higher standards of speaking as a matter of pride, using proper etiquette and other formalities when interacting with each other. Social standing is important to them. Each individual zora knows exactly who within their communities are of higher or lower status than them, and they behave accordingly.

Because zoras rarely travel far from sources of water and are protective of their communities, they have limited dealings with other races. This may cause them to become haughty, though they generally remain gracious even to those who fall short of their high expectations, which is most non-zoras. Still, with their strong sense of duty and beneficence, they can find good in just about anyone.

EXPLORATION AND ADVENTURE

Enchanted by the feeling of the wind, the rustle of leaves, the ingenuity of land-dwelling inventors, or any of countless other dry-land charms, a rare few zoras take up adventuring out of wanderlust. Since they are so long-lived, they can enjoy many decades of exploration and discovery. They dislike the bustle of dry-land settlements, preferring to navigate streams and rivers to explore the natural world beyond their homes. When traveling away from sources of water, zoras avoid hot sunny days as it causes them to dehydrate at a rapid rate. They love the rain, however, and may be seen outside dancing and singing to their heart's delight while other races run for cover.

ZORA NAMES

Among zoras, little distinction exists between male and female names—the groupings here reflect only general tendencies. Males use patronymic surnames while females use matronymic names, followed by their clan name. For example: "Dunma, daughter of Finley, of the Brynna clan".

Male Names: Bazz, Cleff, Dento, Evan, Fronk, Gaddison, Gruve, Japas, Jiahto, Ledo, Muzu, Ralis, Rivan, Segin, Tijo, Toto, Trello, Tumbo

Female Names: Dunma, Finley, Kodah, Japas, Kayden, Keye, Laflat, Laruta, Lulu, Marot, Rutela, Tona, Torfeau, Totikka, Tula

Clan Names: Brynna, Cephia, Cora, Deya, Feron, Komo, Lanayru, Laveria, Lodrum, Nautelle, Pico, Samasa, Telta, Torin, Ulria, Zelo, Zorana

ZORA TRAITS

Your zora character has a variety of natural abilities, the result of generations of zora refinement.

Ability Score Increase. Your Dexterity score increases by 1, and your Wisdom score increases by 2.

Age. Although zoras reach physical maturity at 16, the zora understanding of adulthood goes beyond physical growth to encompass worldly experience. Zoras are considered young until they reach the age of 50, and can live to be more than 400 years old.

Alignment. Most zoras are lawful, believing firmly in the benefits of a well-ordered society. They tend toward good as well, with a strong sense of fair play and a belief that everyone deserves to share in the benefits of a just order.

Size. Zoras range from 5 to almost 7 feet tall, with long torsos. Your size is Medium.

Here's how to determine your height and weight randomly, starting with rolling a size modifier:

Size modifier = 2d12

Height = 4 feet + 8 inches + your size modifier in inches

Weight in pounds = 100 + (1d6 x your size modifier)

Speed. Your base walking speed is 30 feet, and you have a swimming speed of 30 feet.

Amphibious. You can breathe air and water.

Emissary of the Sea. Aquatic beasts have an extraordinary affinity with your people. You can communicate simple ideas with beasts that can breathe water. They can understand your words, though you have no special ability to understand them in return.

Guardians of the Depths. Adapted to even the most extreme ocean depths, you have resistance to cold damage, and you ignore any of the drawbacks caused by a deep, underwater environment.

Water Magic. A child of the sea, you can call on the magic of elemental water. You know the *shape water* cantrip. When you reach 3rd level, you can cast the *create or destroy water* spell once with it, and starting at 5th level, you can also cast *wall of water* with it. Once you cast a spell with this trait, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for these spells (see spell descriptions).

Dehydration. You require twice the normal amount of drinking water per day. When you make a saving throw for drinking only half that amount, you roll with disadvantage.

Zora Weapon Training. You have proficiency with the spear, trident, light crossbow, and net.

Languages. You can speak, read, and write Common and Zora. Zora is fluid, with subtle and intricate intonations. Zora literature is limited, as most of their history is remembered through songs and poems.

SPELL: SHAPE WATER

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

You choose an area of water that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways:

- You instantaneously move or otherwise change the flow of the water as you direct, up to 5 feet in any direction. This movement doesn't have enough force to cause damage.
- You cause the water to form into simple shapes and animate at your direction. This change lasts for 1 hour.
- You change the water's color or opacity. The water must be changed in the same way throughout. This change lasts for 1 hour.
- You freeze the water, provided that there are no creatures in it. The water unfreezes in 1 hour.

If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

SPELL: WALL OF WATER

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a drop of water)

Duration: Concentration, up to 10 minutes

You conjure up a wall of water on the ground at a point you can see within range. You can make the wall up to 30 feet long, 10 feet high, and 1 foot thick, or you can make a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall vanishes when the spell ends. The wall's space is difficult terrain.

Any ranged weapon attack that enters the wall's space has disadvantage on the attack roll, and fire damage is halved if the fire effect passes through the wall to reach its target. Spells that deal cold damage that pass through the wall cause the area of the wall they pass through to freeze solid (at least a 5-foot-square section is frozen). Each 5-foot-square frozen section has AC 5 and 15 hit points. Reducing a frozen section to 0 hit points destroys it. When a section is destroyed, the wall's water doesn't fill it.

CONCLUSION

This player's companion has been created with the traits of each race rated equally to each other, through Reddit user's /u/jwbjerk's [Detecting Balance: An Improved Scale for Measuring 5e Races](#).

The Hyrulean Racial Traits table shows how each trait has been rated. To ensure each race has the same total rating (29), certain sacrifices had to be made.

The hylia (variant) is based on the human (variant) of the *Player's Handbook*. As the human (variant) has a rating of 33, however, it has been modified slightly to bring the hylia (variant) down to the preferred rating of 29.

Zoras have been given the Water Magic trait. Though zoras aren't shown to have such powers in *Breath of the Wild*, it seemed necessary for player character zoras to have a suitable racial trait that can be used outside of the water.

The other races, in my opinion, stay very close to their depictions in *Breath of the Wild*. As in any crossover, a perfect conversion is nearly impossible. Any suggestions on improvements to this document can be given [here](#). Keep in mind that the goal is to maintain all racial traits at an equal value to each other, which currently sits at 29.

Pankratos, December 2021

HYRULEAN RACIAL TRAITS

Race	Traits			
Hylia (Standard)	ASI (+18)	Brave (+2)	Divine Grace (+4)	Skill Versatility (+5)
Hylia (Variant)	ASI (+9)	Feat (+20)		
Gerudo	ASI (+12) Gerudo Fortitude (+5)	Desert Dweller (+1) Expert Explorer (+4)	Saving Face (+5)	Weapon Training (+2)
Goron	ASI (+12) Unarmored Defense (+1)	Curl (+5) Rolling Charge (+4)	Powerful Build (+2) False Appearance (+2)	Heart of the Volcano (+4) Sink Before Swim (-1)
Rito	ASI (+12) Speed (-2)	Fledgling Flight (+16)	Quick Draw (+2)	Talons (+1)
Sheikah	ASI (+12) Speed (+1)	Artificer's Lore (+2) Expert Espionage (+6)	Sheikah Agility (+4) Sheikah Technology (+3)	Extra Language (+1)
Zora	ASI (+12) Speed (+2)	Amphibious (+2) Emissary of the Sea (+2)	Guardian o/t Depths (+4) Water Magic (+6)	Dehydration (-1) Weapon Training (+2)

